JINGZE GONG

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EDUCATION

Sep 2018 — Aug 2022

Bachelor of Engineering, Shanghai Jiaotong University
Shanghai

- Degrees: Electrical and Computer Engineering Major, Musicology Minor, Data Science Minor
- Key Courses: Data Structures and Algorithms, Linear Algebra, Introduction to Data Science, Introduction to Artificial Intelligence, Computer Vision
- Award: Silver Prize at the Graduation Design EXPO

INTERNSHIPS

Aug 2021 — Present

Technical Artist Elite Intern, NetEase
Hangzhou

Worked as a passionate and dedicated Intern in the NetEase Entertainment Technology Department.

- Made digital content creation tools to improve artists' efficiency.
- Improved virtual human's upper body single-camera motion capture and avatar driver.
- Implemented a UI for virtual human skeleton configuration.
- Completed a set of reusable facial expression templates to make all kinds of facial expressions on any face models for animation.
- Worked out a method to reconstruct high-definition facial skin details in one minute with little expense.
- Built a 3D human face model reconstruction pipeline to perform video sequential reconstruction.
- Built the core of a server to manage all project art assets.
- Constructed an interface for character customization visualization.

PROGRAMS

Sep 2021 — Dec 2021

Realistic Skin Material Acquisition
Shanghai

- Graduation design project, using six photos under certain light conditions to calculate realistic skin normal map and texture. This method can be used to generate realistic material of virtual human in games and simulation projects.

Jun 2022 — Aug 2022

Virtual Reality Course Teaching Assistant
Shanghai

- Completed a Virtual Reality demo game independently and achieved excellent results in simulating a realistic school fire escape scene. The demo was used as material in the teaching process.

Jan 2021 — Feb 2021

Exchange Program at Sophia University in Japan
Tokyo

- Learn about Japanese animation culture.

Mar 2022 — Aug 2022

Audio-Video Piano Music Transcription
Shanghai

- Designed a deep learning method to extract piano notes from the input performance video.

Sep 2020 — Feb 2021

Classification Algorithm for Brain-Computer Interface
Shanghai

- Designed an algorithm to classify input neural signals.

Nov 2022 — Present

Multi-person Motion Prediction
Shanghai

- Research on a Multi-person Motion Prediction program for March's ICCV.

SKILLS

- Coding: Python, C#, C++, Latex, Markdown, Unity3D
- Digital Content Creation Software: Maya, 3dsMax, Zbrush, Marvellous Designer, Photoshop
- Office Software: Word, Excel, Powerpoint
- Languages: English(TOEFL 105/120), Japanese(Jtest 861/1000)

EXTRA-CURRICULAR ACTIVITIES

Sep 2020 — Jan 2022

Virtual Youtuber Project, Shanghai Jiaotong University   Shanghai

- Create an Virtual Youtuber to hold live stream and video.
- Broke through 10,000 followers in half a year and was reported in Xinmin Evening Newspaper.

Dec 2020 — Jan 2021

Lilith Gaming Da Vinci Game Jam, Shanghai Jiaotong University   Shanghai

- Created a game as the team leader, and won second place in the university.

Jun 2021 — Aug 2021

Tencent Technology ROBLOX National Game Jam, Shanghai Jiaotong University   Shanghai

- Designed game as a programmer and technical artist, and won the city-level finalist award.

Sep 2019 — Aug 2021

Kendo pratice, Shanghai Jiaotong University   Shanghai

- Practicing Kendo with other Kendo lovers.

HOBBIES

Virtual humans, Virtual reality, Games, 3D modeling, Shaders, Piano, Music composition, Kendo, Rugby, Tennis, Ping-pong, Swimming, Animation, Cosplay,